Project 2

In this project, implement the same simple student database using UDP as the transport protocol, rather than TCP. You can reference the sample code when you make connections and see the difference from TCP.

Run your client program on zeus and your server program on eros.

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See the sample code for your reference to set up the UDP connection.

You do not have to adhere to the sample to make connections. You can use any that establishes a UDP connection. You should begin the program by establishing the connection first, and then determine if two machines can communicate with each other using simple messages, and then progress to more complex messages. You have flexibility in designing user interfaces as long as you meet the above basic requirements. You can write the program in C, Java, or Python.

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Submission:

In order to avoid losing any files, it is best to zip all your files into a .zip file. Submit your project to CANVAS, and include a readme textfile that explains to the grader how to run your programs. Without this file, it is highly likely that your project will not be run properly.

Please submit your program to CANVAS before the deadline. Email submission WILL NOT be accepted.